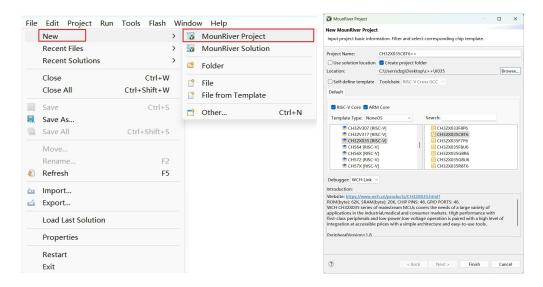
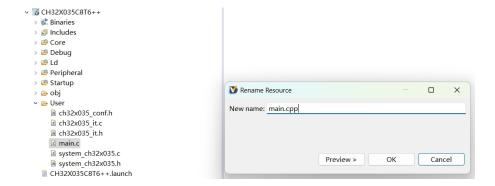
Create a C++ project based on MRS

Create a C++ project based on MRS . First build a main.c project , and then modifying the configuration so that the .cpp file calls the C++ compiler to compile it. The detailed steps are as follows.

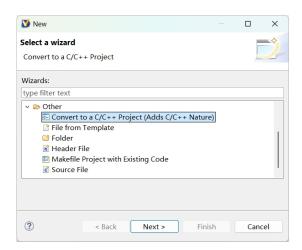
1. Normally create a project based on .C



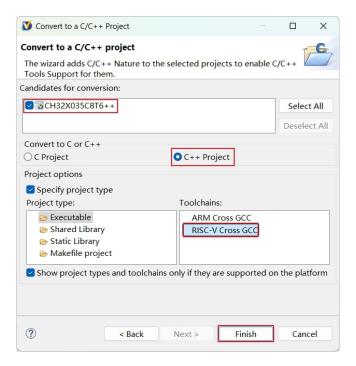
2. Make the main.c file into main.cpp by renaming it. Of course, you can also add a new .cpp by adding a File.



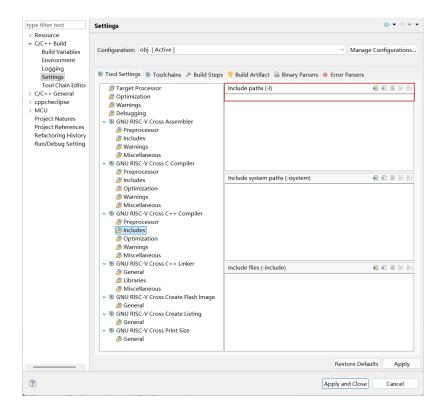
3. Right-click the project, new->other, select it according to the following figure, and then click Next.



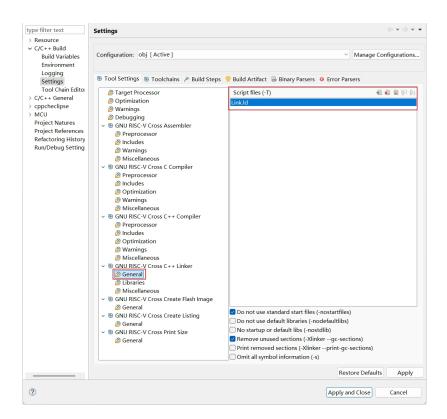
4. Configure as shown below



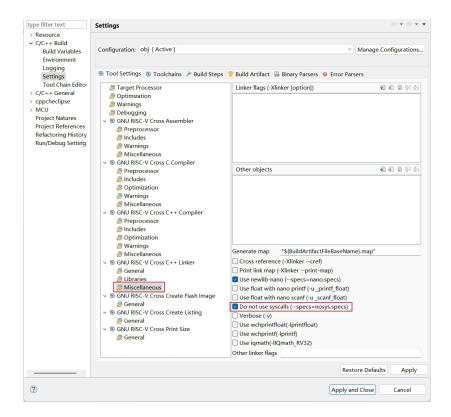
5. The original settings will become the default and need to be added again.



Add the header file path in the above image.



Add the link script path in the above figure.



The above figure uses the default function, if the original project uses the library, the library also needs to be added again after conversion.

6. Add the C++ initialization function before the main function is called in the startup file.

```
la a0, libc fini array
call atexit
call libc init array
                                                                                                                                                                         2072:
208/* Configure pipelining and instruction prediction
209 li t0, 0x1f
210 csrw 0xbc0, t0
211/* Enable interrupt nesting and hardware stack */
212 li t0, 0x3
213 csrw 0x804, t0
214/* Enable global interrupt and configure privileged
             ∨ 

© CH32X035C8T6++
                      Binaries
Includes
                   > 🐸 Core
                  Debug
debug.c
debug.h
                                                                                                                                                                        214 * Enable global interrupt and configure privilege
215 li t0, 0x88
216 csrw mstatus, t0
217 * Configure the interrupt vector table recognition
218 la t0, vector base
219 ori t0, t0, 3
220 csrw mtvec, t0
221
222 la a0, libc_fini_array
223 call atexit
224 call libc_init_array
225
226 jal SystemInit
227 la t0, main
228 csrw mepc, t0
229 mret
                  Deripheral
                  v 🐸 Startup
                 startup_ch32x035.S

be obj

User

    h ch32x035_conf.h
    d ch32x035_it.c
    h ch32x035_it.h

                           main.cpp
system_ch32x035.c
                            la system ch32x035.h
                      CH32X035C8T6++.launch
```

7. Two more empty functions are needed and must be declared in files with a .c suffix.

```
void _fini () { }
       void _init() {}
                                                                             232 *
233 * @brief Change the spatial position of data segment.
234 *
Binaries
    > 🐸 Core
      debug.c
debug.h
                                                                                       extern char _end[];
extern char _heap_end[];
static char *curbrk = _end;
  b 🕮 Id
  > @ Peripheral
                                                                             241
242
243
244<sup>©</sup>
245
246
247
  > 🐸 Startup
  > 🗁 obi
                                                                                       if ((curbrk + incr < _end) || (curbrk + incr > _heap_end))
return NULL - 1;
      h ch32x035 conf.h
      ch32x035_it.c
                                                                                       curbrk += incr;
      h ch32x035 it.h
                                                                             248
249 }
250
                                                                                       return curbrk - incr;
      main.cpp
      system_ch32x035.c
system_ch32x035.h
                                                                             250
251 void _fini(){}
252 void _init(){}
```

8. At this point the project file environment has been configured, the files with the .cpp suffix will call the C++ compiler to compile.